

Atlanta Sport and Social Club

Official Soccer Rules

General Rules

1. Schedule - All games are to be played at the time, date and place specified on the schedule.

2. Roster: Each team can have as many players as they choose.

3. Forfeits - Game time is forfeit time. **(Minimum to start varies based on format size. {1 female for Co-Ed leagues})**
(Forfeits will be scored as a 5 – 0 final match score)

a. If you know you may not be able to field a full team, please call an ASSC representative at least **48 hours** in advance if you would like to explore a rescheduling option. If it is within 48 hours of your scheduled game time, and you discover that you cannot field a team, please let us know so that we can notify your opponent! Although your team may end up forfeiting the match, there may still be an opportunity to use the space for practice or pick up games.

- Call: 678-869-4690
- Email: havefun@atlantasportandsocialclub.com

b. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.

4. No show officials - Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.

5. Roster Checks

- Roster minimums must be met before week 1 of games.
 - Minimum number of players/roster
 - Minimum number of female players/roster in Co-Ed divisions

Roster checks will be conducted

- During t-shirt delivery
- Before the start of each playoff game

Roster checks may be done once or twice, randomly during the regular season, at the League Manager's discretion.

7. RAIN OUTS - The procedure for possible rainouts shall be to check ASSC's website or call **678-866-1207**.

(We understand games are played indoors however, extreme weather can cause travel or facility issues)

a. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC also reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** . [Review the weather policy here.](#)

8. Overly Competitive Players: All ASSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

Format	Minimum # of Players to Start	Minimum # of Females in play
6 v 6	4	1
7 v 7	4	1
8 v 8	5	1

Game Play

1. Timing

ASSC Soccer games will be played in 2, 25-minute halves separated by a very brief half time. (5 minutes max.)

There will be a running clock maintained by a referee. The clock will stop only running injury time-outs. Any delay tactics, (Kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock

2. Equipment

No jewelry is allowed during ASSC play. A player wearing jewelry will not be allowed to enter or start a game. Hats and glasses are also not allowed in any ASSC soccer match. Cleats and shin guards are allowed, but not required.

NO METAL CLEATS

NO SCREW IN CLEATS

3. In-game rules

Handballs

- A handball is defined as being from the shoulder down, with the hand or arm located away from the body. Handballs are called regardless of intent. A handball inside the goalie box is a penalty kick for the other team. All other handballs are direct kicks at the spot of the foul.

Offside

- In ASSC games, offside will not be called.

Direct vs. Indirect Kicks

- **All INDIRECT KICKS ONLY in ASSC 6v6 and 7v7** soccer leagues
- **PENALTY KICKS ARE THE ONLY EXCEPTION TO THIS RULE**
- **BOTH DIRECT AND INDIRECT KICKS in ASSC 8V8** soccer leagues

Throw Ins

- A ball that completely crosses the sideline is ruled out of bounds, and is followed by a throw in. A throw in must take place with both the player's feet on the ground, and thrown overhead. The thrower may take no more than 5 steps before throwing the ball.

Indirect Kicks

- A goalie or a player takes an indirect kick from the corner. If the ball goes out of the back end line and is last touched by an offensive player, it will result in a goal or an indirect kick. If a defensive player last touches the ball, it will result in a corner kick for the offensive team.

3. Goalies

The goalie is allowed to either throw or drop the ball and play from their feet. **PUNTS AND DROP KICKS ARE NOT ALLOWED.** The goalkeeper must put the ball into play on his or her own half of the field only (the ball must be touched by a player or touch the ground on the goalkeepers half). Violation will result in an indirect kick for the opposing team at the spot where the ball crossed the half.

- **All goal kicks must be played from the ground in the box.**

A goalie is allowed to use his or her hands inside the goalie box. Once a goalie has possession of the ball inside the goalie box,

no player may attempt an action to dislodge the ball from the goalie's possession.

The goalie has six (6) seconds to get rid of the ball after making a save. Goalie may throw or kick the ball away. They may also during that time, hold the ball, bounce it, or throw it in the air and catch it.

If a ball is passed (kicked) to a goalie inside the penalty or goal box by his/her own team, they may not pick it up. If a ball is kicked by the opposing team or headed by any player the goalie may pick it up.

4. Contact/Fouls/Penalties

Penalty kicks are the

Bicycle kicks are not allowed, even inside the goalie box. A bicycle kick is a mandatory yellow card and it will be up to the official to determine if the infraction warrants a red card and game disqualification. .

ASSC officials will call contact that does not yield an advantage for the team that did not commit the foul. While some contact is inevitable, contact is not allowed, and will be penalized.

THERE IS NO SLIDE TACKLING IN ASSC SOCCER.

A player that slides will be issued a yellow or red card depending on the severity and the situation of the slide. A player generally should not leave their feet unless they are heading a ball.

A player that commits a severe foul, taunts an opponent, curses at an official or an opposing player, or intentionally prevents a breakaway player from scoring will be issued a card depending on severity.

Excessive celebration can also warrant a card.

Any foul that is deemed by an official to be dangerous or outside the spirit of the game can be issued a red card. These

include actions that are more severe, but would normally warrant a yellow card. Any sliding that makes contact with an opposing player is automatically given a red card.

A player that receives two yellow cards or one red card is automatically ejected from the game. The league administrator will then review the severity of the actions and determine further punishment. Punishment can include but is not limited to suspensions and league expulsion.

A team that receives four yellow cards or two red cards automatically forfeits the game, and will not be allowed to continue. The league administrator will then review the severity of the actions and determine further punishment.

Punishment can include but is not limited to suspensions and league expulsion

5. Scoring

When a goal is scored it counts as one goal whether a male or female player scored it.

- If the game is tied at the end of regulation during the regular season, the game is considered a draw.
- Mercy Rule
 - If a team is ahead by more than 10 goals, at any point with less than **TWO** minutes left in the game, the mercy rule will be put into effect and the game will be over.

6. Shootouts

- In the event of a tie during the playoffs, 1 five-minute overtime period will ensue with the next team scoring declared the winner (Golden Goal).

- If after this overtime period the game is still tied a shootout will ensue, and will last until one team is the winner.
- The shootout will consist of 3 shooters (1 being a female). If still tied after the first 3 shooters have gone the shootout will go to sudden death. Each team will alternate shooters (every 3rd shooter must be female) until a winner is declared.
- If a team has only one female she may kick multiple times. If the team has two females and one is the goalie, they both have to kick and rotate through the lineup. If a team has 3 females, and one is the goalie, she does not have to shoot, the other two females can alternate the shots
- All males must shoot (minus the goalie) before the order can be restarted.

Spirit of The Game

This is the most important rule in **ADULT RECREATIONAL AND COMPETITIVE SPORTS**. Competitive play is important, but never at the expense of following the rules, respecting other players, respecting the bar/facility, and having fun!

Playoffs

1. The playoffs begin the week after all regular season games have been played.
2. The top four teams with the best records will advance to the playoff rounds.
 - a. Additional teams may be added to the playoffs for larger sized leagues.
3. Tie-breakers will be decided as follows:
 - a. Total standing points
 - b. Point Differential

- c.** Head To head
- d.** Coin Toss